

WHAT IS CLAIMED IS:

1 1. A game machine comprising:
2 a player identifier, which identifies a player who wants to play a game;
3 a data storage, which stores personal information of a plurality of
4 players which have been played the game; and
5 a game environment arranger, which reads out the personal
6 information of the player identified by the player identifier from the data storage,
7 and automatically sets up a game environment based on the read out personal
8 information.

1 2. The game machine as set forth in claim 1, wherein the player
2 identifier identifies the player using image recognition techniques.

1 3. The game machine as set forth in claim 1, further comprising:
2 a game monitor, which monitors status of the game played by the
3 player to generate monitoring information; and
4 a personal information generator, which generates new personal
5 information of the player based on the monitoring information, and stores the
6 new personal information in the data storage.

1 4. The game machine as set forth in claim 1, further comprising:
2 an information communicator, which communicates the personal
3 information stored in the data storage with another game machine connected
4 to the game machine.

6. The game machine as set forth in claim 1, wherein the personal information includes at least one of information regarding a skill level of the player, information regarding progress status of the game, information regarding the number of tokens acquired in the game, and information regarding growth status in a raising game.

7. A network system for setting up a game environment, comprising:

- a common host apparatus;
- a plurality of game machines communicatively connected to the host apparatus;
- a player identifier, which is provided in at least one of the host apparatus and game machines, and identifies a player who wants to play a game, the player identifier provided;
- a data storage, which is provided in the host apparatus, and stores

1 11. The network system as set forth in claim 8, wherein each of the game
2 machines includes a level determiner, which automatically determines a skill
3 level of the player to generates skill level information, based on the monitoring
4 information;

5 wherein the personal information generator incorporates the skill level
6 information to the personal information; and

7 wherein the game environment arranger automatically receives
8 personal information of another player stored in the data storage as an
9 opponent in a multi-player game, based on the skill level information of the
10 player.

1 12. The network system as set forth in claim 7, wherein the personal
2 information includes at least one of information regarding a skill level of the
3 player, information regarding progress status of the game, information
4 regarding the number of tokens acquired in the game, and information
5 regarding growth status in a raising game.